

### **COMPLETE LISTING OF CLAIMS**

1. (previously presented) A gaming system comprising:
  - a. a primary gaming device randomly generating a bonus qualifying event; and
  - b. a bonus game having a bonus game outcome, the bonus game outcome based at least partially on at least one binary game, the binary game having two possible outcomes.
2. (previously presented) The gaming system of claim 1, the binary game comprising at least two different indicia, the at least two different indicia configured to convey a binary game outcome.
3. (previously presented) The gaming system of claim 2, the bonus game configured to display a plurality of binary games.
4. (previously presented) The gaming system of claim 3, the player being entitled to a predefined payout depending upon a number of similar binary outcomes displayed.
5. (previously presented) The gaming system of claim 2, the bonus game comprising at least one display object, at least one of the at least two different indicia appearing on the display object.
6. (previously presented) The gaming system of claim 2, the bonus game comprising at least one display object, the at least two different indicia appearing on the display object.
7. (previously presented) The gaming system of claim 6, the display object resembling a coin.

8. (previously presented) The gaming system of claim 2, the bonus game comprising a plurality of display objects, the at least two different indicia appearing on each of the plurality of display objects.
9. (previously presented) The gaming system of claim 2, further comprising a controller adapted to determine the bonus game outcome, wherein the bonus game outcome comprises a base award and a multiplier, the player being awarded a prize equal to the product of the multiplier and the base award, the base award being conveyed by which of the two indicia are displayed to a player.
10. (previously presented) The gaming system of claim 2, further comprising an input device that allows a player an opportunity to select one of the at least two different indicia as defining a winning outcome.
11. (previously presented) The gaming system of claim 1, further comprising a video display, the at least one binary game displayed on the video display.

12. (previously presented) A gaming method comprising:
  - (A) allowing a player to place a wager and play a game of chance;
  - (B) determining at least one binary game outcome, the binary game outcome having two possible outcomes;
  - (C) displaying the at least one binary game outcome to the player;
  - (D) determining a game outcome, the game outcome being at least partially dependent on the at least one binary game outcome; and
  - (E) if the game outcome comprises a winning outcome, awarding a first prize to the player.
13. (previously presented) The gaming method of claim 12, the step of displaying the at least one binary game outcome to the player comprising displaying at least two different indicia to the player.
14. (previously presented) The gaming method of claim 13, further comprising moving a display object, the display object capable of displaying at least one of the at least two different indicia to the player and stopping the display object so that the indicium of the at least two different indicia that at least partially conveys the binary game outcome is displayed to the player.
15. (previously presented) The gaming method of claim 12, the step of determining at least one binary game outcome comprises determining a plurality of binary game outcomes, the game outcome being determined by the number of similar binary game outcomes obtained.
16. (previously presented) The gaming method of claim 12, the step of determining at least one binary game outcome comprises determining a plurality of binary game outcomes,

one of the at least two indicia signifying a winning binary game outcome, the game outcome being determined by the number of winning binary game outcomes.

17. (previously presented) The gaming method of claim 16, further comprising allowing a player to select one of the at least two indicia that will signify a winning binary game outcome.
18. (previously presented) The gaming method of claim 16, the step of displaying the at least one binary game outcome to the player comprising displaying the plurality of binary game outcomes to the player by moving a plurality of display objects, each display object adapted to convey one binary game outcome.
19. (previously presented) The gaming method of claim 12, further comprising allowing the player to choose between being awarded the first prize and playing for a second prize.
20. (previously presented) The gaming method of claim 19, wherein the second prize is a multiple of the first prize.
21. (previously presented) The gaming method of claim 19, further comprising determining at least one binary game outcome, the second prize being related to the at least one binary game outcome.
22. (previously presented) The gaming method of claim 19, further comprising determining a plurality of binary game outcomes, the second prize being related to the number of similar binary outcomes obtained.
23. (currently amended) The gaming method of claim 22, wherein the number of similar binary outcomes obtained ~~[[are]]~~ is used to determine a multiplier by which the first prize is multiplied to determine the second prize.

24. (previously presented) The gaming method of claim 22, further comprising awarding the player a consolation prize if the number of similar outcomes obtained is below a predetermined threshold.
25. (previously presented) The gaming method of claim 19, one of the at least two different indicia indicating a winning binary game outcome, further comprising determining a plurality of binary game outcomes, the second prize being related to the number of winning binary game outcomes obtained.
26. (previously presented) The gaming method of claim 25, further comprising allowing the player to select which of the at least two different indicia indicates a winning binary game outcome.
27. (previously presented) The gaming method of claim 12, wherein the game outcome comprises a bonus game and the at least one binary game outcome is determined by rotating a spinning coin having a head and a tail face that is associated with a primary gaming device and selectively spun.
28. (previously presented) A gaming bonus method according to claim 12, wherein the at least one binary game outcome is displayed on a video screen.

29. (currently amended) A gaming device comprising:
- a. a value acceptor adapted to accept value from a player;
  - b. an input device for a player to place a wager and play a game of chance;
  - c. a controller in communication with the value acceptor and the input device, the controller randomly determining a game outcome; and
  - d. a game display in communication with the controller, the game display comprising at least one display object bearing at least one of two different game related indicia, the display object at least partially conveying a binary game outcome, the binary game outcome comprising one of two possible outcomes.
30. (previously presented) The gaming device of claim 29, the display object bearing each of the at least two different indicia.
31. (previously presented) The gaming device of claim 29, the display object being moveable.
32. (previously presented) The gaming device of claim 31, the display object being rotatable about a vertical axis.
33. (previously presented) The gaming device of claim 31, the display object resembling a coin having two different faces.
34. (previously presented) The gaming device of claim 29, the at least one display object comprising a plurality of display objects, wherein the display objects convey a plurality of binary game outcomes.
35. (previously presented) The gaming system of claim 34, wherein the plurality of display objects are moveable.
36. (previously presented) The gaming system of claim 29, further comprising a video screen, the display object appearing on the video screen.